I. Amendments to the Claims

This listing of claims replaces without prejudice all prior versions and listings of claims in the application:

Listing of Claims:

1. (Currently Amended) A real time interactive video system comprising:

a server for storing a sequence of frames of video content, said server also for separately storing separate linked video files which are not embedded in the video content, each linked video file comprising (i) a pixel object file which identifies ~~identify~~ the frame ~~frames~~ and location within the frame of a selected pixel object ~~objects~~ in said frame and at least one subsequent frame ~~frames~~, and (ii) a data object file separate from but linked to said pixel object file, said data object file including data corresponding to the selected pixel object, the stored linked video file being configured to be exportable to a viewer interaction platform ~~files being based on a sample rate which is a multiple of plural standard playback rates~~; and

a viewer interaction platform for receiving said video content and said linked video file ~~files~~ and displaying said

sequence of frames of video content, said viewer interaction platform being responsive to actions by a pointing device and to determine the frame and the location on said frame where an action by a pointing device occurred in order to enable a user to select one or more pixel objects in one or more frames of said sequence of frames with said pointing device and determine whether the location within the frame where the action by the pointing device occurred corresponds to a location of a pixel object within the frame, and if so, link said selected location by said pointing device to the corresponding data object file ~~a resource platform that corresponds to said selected pixel object that is different from said video content~~.

2. (Currently Amended) The real time interaction system as recited in claim 1, further including a timing device for providing timing signals to said server, said timing signals being synchronized to a real time broadcast of said video content, wherein said timing signals comprise ~~are~~ time stamps.

3. (Previously Presented) The real time interaction system as recited in claim 1, wherein said video frames are stored sequentially in a video buffer.

4. (Currently Amended) The real time interaction system as recited in claim 2, wherein said timing signals comprise ~~are~~ time code numbers.

5. (Original) The real time interaction system as recited in claim 4, wherein said video frames are stored by time code number.

Claims 6-8. (Cancelled)

9. (Original). The real time interaction system as recited in claim 1, wherein said viewer interaction platform includes a local storage device for storing user selected video frames.

Claim 10. (Cancelled)

11. (Previously Presented) The real time interaction system as recited in claim 9, wherein said viewer frame interaction application is configured to support one or more local frame advance navigational buttons.

12. (Original) The real time interaction system as recited in claim 1, wherein said frame interaction application

is configured to support a frame advance dialog box which allows unselected frames on the server to be called on a time interval basis.

13. (Previously Presented) The real time interaction system as recited in claim 12, wherein said viewer frame interaction application is configured to support a drop down menu for selecting time intervals.

14. (Previously Presented) The real time interaction system as recited in claim 1, wherein said viewer interaction application is configured to support one or more server frame advance navigational buttons for viewing unselected frames in said server.

15. (Original) The real time interaction system as recited in claim 1, wherein said viewer interaction application supports a graphical user interface.

16. (Currently Amended) The real time interaction system as recited in claim 29 ~~1~~, wherein said sample rate comprises a divisor ~~multiple~~ of 30 frames per second and 12 frames per second.

17. (Currently Amended) The real time interaction system as recited in claim 29 ~~1~~, wherein said sample rate comprises a divisor ~~multiple~~ of NTSC and 12 FPS frame rates.

18. (Currently Amended) The real time interaction system as recited in claim 29 ~~1~~, wherein said sample rate comprises a divisor ~~multiple~~ of NTSC, 30 FPS, 15 FPS, and 12 FPS frame rates.

19. (Currently Amended) The real time interaction system as recited in claim 29 ~~1~~, wherein said sample rate comprises a divisor ~~multiple~~ of NTSC and movie frame rates.

20. (Currently Amended) The real time interaction system as recited in claim 29 ~~1~~, wherein said sample rate comprises at least 3 frames per second.

21. (Currently Amended) The real time interaction system as recited in claim 1, wherein the stored linked video file stores ~~files store~~ frame coordinate information in clusters, each cluster comprising plural frames.

22. (Currently Amended) A real time interactive video system comprising:

memory structure configured to store (i) a sequence of frames of video content, and (ii) separate linked video files that are not embedded in the video content, each linked video file comprising a pixel object file and a separate data object file linked to the pixel object file, the pixel object file identifying a video frame and location within the frame of an object selected by a user, the data object file including data corresponding to the object selected by the user, the linked video files being configured to be exportable to a viewer interaction structure ~~and that identify the frames and locations of pixel objects in said frames, the stored linked video files being stored based on a sample rate which is a multiple of plural standard playback rates~~; and

viewer interaction structure, coupled to said memory structure, and configured to (i) receive said video content and said linked video files, and (ii) display said sequence of frames of video content, said viewer interaction structure being responsive to actions by a pointing device to (i) determine the frame and the location on said frame where an action by the pointing device occurred, in order to enable a user to select one or more pixel objects in one or more frames of said sequence of frames with said pointing device, and (ii) determine whether the location within the frame where the action by the pointing device occurred corresponds to a location of a pixel object

within the frame, and if so, link said selected location by said pointing device to a resource platform that corresponds to the corresponding linked data object file ~~said selected pixel object that is different from said video content~~.

23. (Currently Amended) The real time interaction system as recited in claim 30 ~~22~~, wherein said sample rate comprises a divisor ~~multiple~~ of 30 frames per second and 12 frames per second.

24. (Currently Amended) The real time interaction system as recited in claim 30 ~~22~~, wherein said sample rate comprises a divisor ~~multiple~~ of NTSC and 12 FPS frame rates.

25. (Currently Amended) The real time interaction system as recited in claim 30 ~~22~~, wherein said sample rate comprises a divisor ~~multiple~~ of NTSC, 30 FPS, 15 FPS, and 12 FPS frame rates.

26. (Currently Amended) The real time interaction system as recited in claim 30 ~~22~~, wherein said sample rate comprises a divisor ~~multiple~~ of NTSC and movie frame rates.

27. (Currently Amended) The real time interaction system as recited in claim 30 ~~22~~, wherein said sample rate comprises at least 3 frames per second.

28. (Previously Presented) The real time interaction system as recited in claim 22, wherein the stored linked video files store frame coordinate information in clusters, each cluster comprising plural frames.

29. (New) The real time interaction system as recited in claim 1, wherein the stored linked video file is based on a sample rate which is a divisor of plural standard playback rates.

30. (New) The real time interaction system as recited in claim 22, wherein the stored linked video files are stored based on a sample rate which is a divisor of plural standard playback rates.